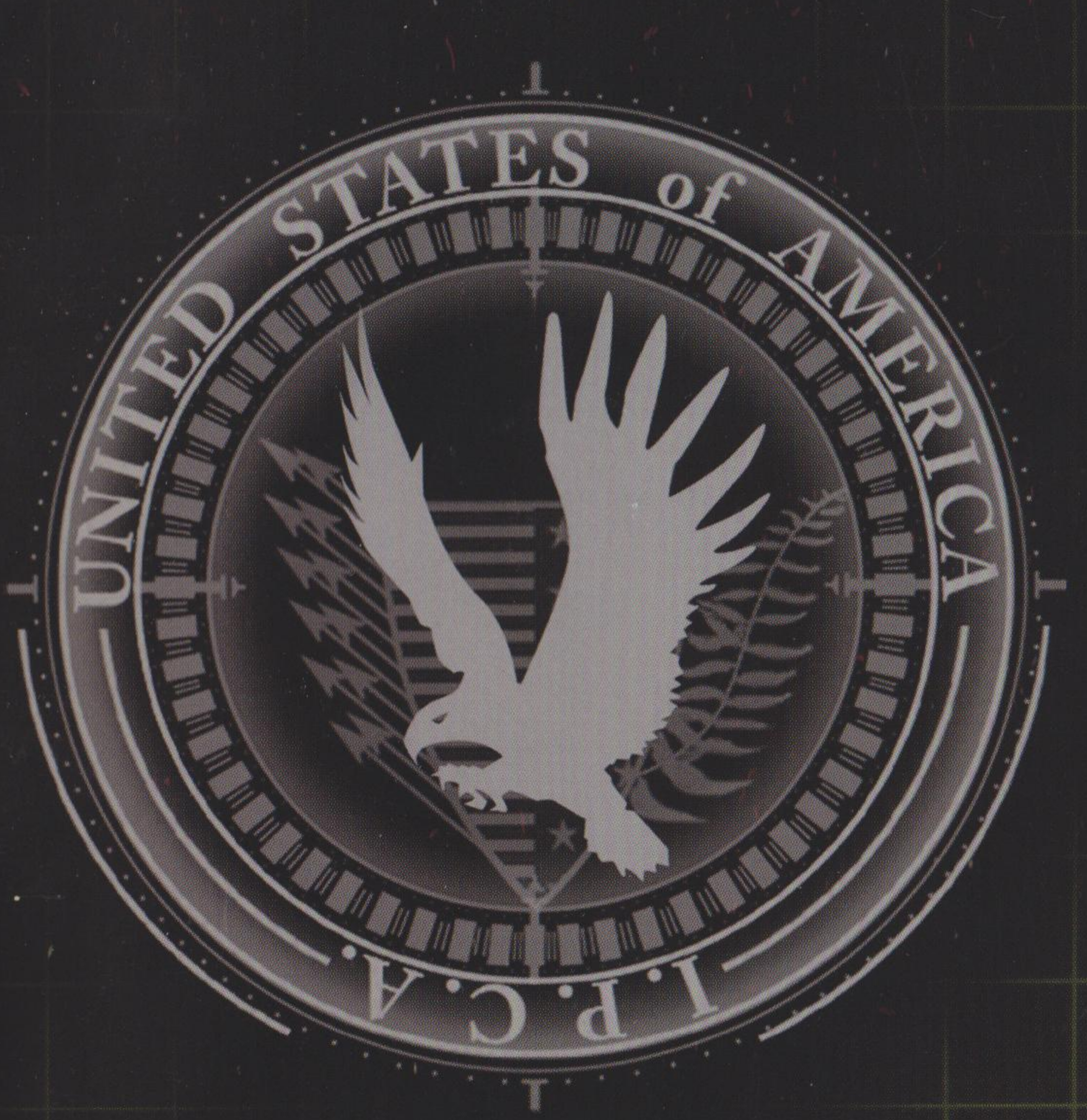
syphon filter™ DARK MIRROR



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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

Grief Reporting

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at http://ps2reporting.com

SCES-54794/ANZ

1 Player • Memory Card (8MB) (for PlayStation®2) : 100KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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WARNING: This communication has been encrypted by the sender. Any attempt by unauthorised personnel to intercept, appropriate, decrypt, destroy or otherwise interfere with the contents of this communication is an offence punishable in the full extremity of international law.

Sender: *withheld*

Recipient: Operative GL

Subject: Precision Strike Authorisation WA-0061

Body: Intelligence has been received stating that a paramilitary force going by the name of Red Section has infiltrated the KemSynth Petroleum refinery in Alaska, US. The refinery plays a crucial role in the continental oil pipeline, as well as carrying out important research into a number of government-sanctioned (and highly confidential) projects. This attack has threatened both, and instant action is required. A military or Special Forces response would threaten the lives of the hostages within the plant, most notably one Malcolm Freeman, whom we need back alive. We therefore request that Precision Strike operatives GL and LX proceed immediately to the scene and carry out a Class 1 Stealth Infiltration Procedure. Your primary objective: rescue Freeman. Secondary: pass any incidental intelligence you collect about Red Section and their intentions directly to us.

The enemy is known to be present in large numbers, armed and extremely dangerous. Operatives should proceed with due care and, as always, carry no identifying or traceable materials in the field. You are nobodies, ghosts. We know nothing of this mission. You know nothing of us.

Good luck.

COMMUNICATION ENDS

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the console front to open the disc cover and place the Syphon Filter™ Dark Mirror disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. Syphon Filter™ Dark Mirror will then commence loading. Do not insert or remove accessories once the power is turned on.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

NOTE: Choose your preferred language from the console's System Configuration menu before commencing play.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play. Any previously saved Syphon Filter™ Dark Mirror game data will be auto-loaded upon start-up. Syphon Filter™ Dark Mirror uses an autosave feature which means that progress will be automatically saved to Memory Card at certain points during the game.

DIRECTIONAL BUTTONS — MOVEMENT

In this manual, ⬆, ⬇, ⬅, ➡ etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise.

NOTE: Syphon Filter™ Dark Mirror only supports the use of the Analog Controller (DUALSHOCK®2).

CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2)

MENU SCREEN CONTROLS

Navigate / Adjust menu item	directional buttons
Select highlighted menu item	× button
Previous screen / cancel	△ button

CHARACTER MOVEMENT AND ACTIONS

Move forwards/backwards and strafe left/right	left analog stick
Turn/look up or down	right analog stick
Aim	L1 button (hold) plus right analog stick
Fire weapon/melee attack	R1 button
Weapon select	➡ directional button (hold) plus △ button, × button, □ button, ○ button, R1 button or L1 button
Gadget select	⬅ directional button (hold) plus △ button, × button, □ button, ○ button, R1 button or L1 button
Reload	R2 button
Crouch (toggle)	× button
Goggles on/off	⬅ directional button (tap)
Fire mode select (dart select with MB-150 equipped)	➡ directional button (tap) or ➡ directional button (hold) plus × button (tap)

Zoom in/out (with scoped weapon equipped)	L1 button (hold) plus ↑ or ↓ directional buttons
Interact/Weapon/Crate Swap	△ button
Issue Command (Single Player)	□ button

NOTE: These controls refer to the default "Standard" configuration. You can change the configuration by selecting "Controls" from the Options Menu.

GETTING STARTED

STARTING A NEW GAME

The first time you play Syphon Filter™ Dark Mirror, you must create a profile. Use the Virtual Keyboard to enter your profile name and press the START button to access the Main Menu.

NOTE: You can play Syphon Filter™ Dark Mirror without a Memory Card but your progress and data will not be saved.

USING THE VIRTUAL KEYBOARD

- Press the ↑, ↓, ← or → directional buttons to highlight a key, then press the × button to confirm
- Press the R1 button to delete a character
- Press and hold the L1 button to use the 'shift' key
- Press the ○ button to add a space
- Press the △ button to close the Virtual Keyboard without entering data
- Press the □ button when you're finished to input the contents of the text field and close the Virtual Keyboard

LOADING A SAVED GAME

Syphon Filter™ Dark Mirror data previously saved to Memory Card will be loaded automatically upon start-up.

MAIN MENU

SINGLE PLAYER MODE

TRAINING MODE

Learn and practise combat manoeuvres before heading out into the field. Choose from three different training missions and successfully complete them to become familiar with basic controls, gameplay, weapons and gadgets. Beat the training mission timers to unlock special weapons and complete all missions to unlock the bonus mission 'Goodnight Sweetheart'.

STORY MODE

Play through the entire game from the beginning. As missions are completed, they are unlocked for replay in Mission Mode.

There are three difficulty levels in Story Mode – Easy, Normal and Hard. Complete Story Mode on the Normal or Hard difficulty levels to unlock the 'Bangkok' bonus missions.

MISSION MODE

Mission Mode divides the game into seven episodes, each of which contains several parts. Replay unlocked missions to upgrade your Agency Ratings. You can also unlock additional bonus missions and content in Mission Mode.

To choose a mission, highlight an episode and press the ✕ button to access it. The parts of the episode will be displayed. Highlight an episode part and, if you meet the displayed ratings requirement, press the ✕ button to access that mission. You will receive a briefing, and can then access the Equipment Modify Screen to choose which unlocked weapons to use in the mission.

CAREER RATING

View your Agency Ratings, earned by playing Mission Mode. Each rating has four ranks, allowing you to earn up to 24 bonus unlocks, including weapons, missions and extra abilities.

Once a new rank within a rating has been unlocked, select the patch and press the □ button to hear a message from an Agency Commander and to view the newly earned patch.

LOCKED FILES

Each episode contains a number of locked files, including concept art, audio files, and bonus movies. To unlock these files, collect all of the hidden evidence in an episode.

OPTIONS

TOGGLES

Press the ✕ button to enable or disable the following features:

Invert Aim, Aim Mode Toggle, Auto Recentre left analog stick, Zoom Remember, Controller Vibration, Autosave

ADJUST

Press the ← or → directional buttons to adjust the following settings:

Controller Pitch Speed, Controller Yaw Speed, Movement Acceleration

AUDIO

Press the ← or → directional buttons to adjust the following settings:

Sound Effects, Game Voices, Music

Press the ✕ button to toggle between stereo or mono audio output.

VIDEO

Press the ← or → directional buttons to set the Gamma Level and adjust the screen brightness.

CONTROLS

Choose from two preset control configurations, Standard or Advanced.

NOTE: Press the □ button to return options to their default settings.

PROFILES

Load, delete or create a new profile. You can create and save up to eight individual profiles on a single Memory Card.

PAUSE MENU

BRIEFING

View a summary of the current mission objectives and gather additional hints, clues and background. Often written by Logan himself, the briefing provides a glimpse into Gabe's thinking as he struggles to understand the mystery of Dark Mirror.

INVENTORY

Learn about the current arsenal of weapons and gadgets in Gabe's possession. Press the L1 button or the R1 button to cycle through the inventory and press the ↑ or ↓ directional buttons to scroll through the text in the viewing window.

If hidden evidence has been collected in a mission it will appear in the inventory screen for that mission. Explore the missions to find classified folders, hidden bodies, lockers and other clues which shed light on Project Dark Mirror. Collect all of the hidden evidence in an episode to open the episode's locked files.

OPTIONS

View and adjust various game settings. For further information please see the "Options" section outlined earlier in this manual.

RESTART

Restart the current level.

QUIT

Quit the current game and return to the Main Menu.

PLAYING THE GAME

ON-SCREEN ELEMENTS

HEADS-UP DISPLAY (HUD)

The blue horizontal bar indicates your Body Armour Level. The red horizontal bar beneath it indicates your HP, or life energy. If the red bar is depleted, the game will end. The icon above the Armour/HP bars shows your current weapon and remaining ammo. The smaller icon below the bars indicates your selected gadget.

WEAPON CROSSHAIRS

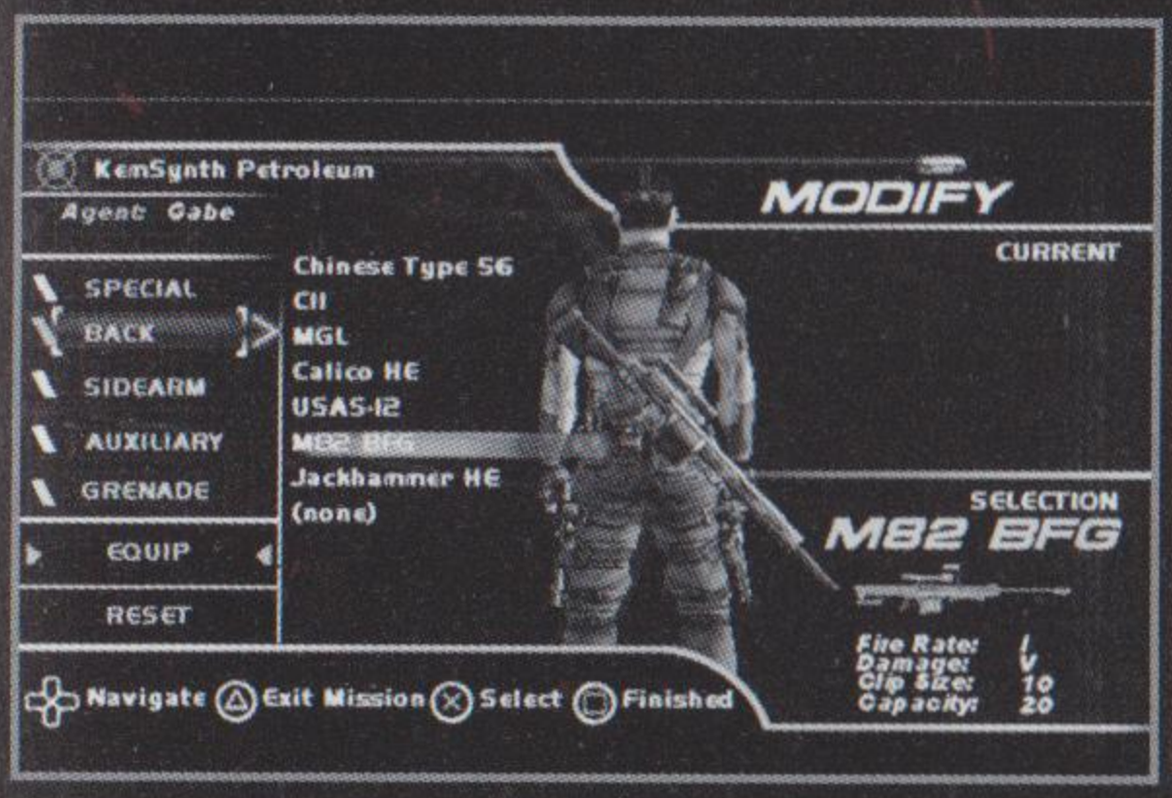
Use the weapon crosshairs to target your enemies. Target sights will be displayed whenever you are armed with a gun and the crosshairs in the centre will flash red when you make contact with an enemy. Press and hold the L1 button to enter a more accurate manual aim mode – the crosshairs will expand and contract depending on your position, indicating the probability that your shot will hit home. The farther apart the crosshairs, the less accurate your shots will be. When stationary and in the crouched position, the crosshairs will contract so your shots will be more accurate.

RADAR

Located in the bottom left corner of the screen, use the radar to view enemy positions, navigate through the environment and locate objectives.

- Your position is represented by a grey arrow and will always be in the centre of the radar
- Enemies are represented by coloured arrows that change from yellow to red depending on their alert status
- Objective items are represented by flashing transparent arrows
- North is indicated by the letter 'N' on the perimeter of the radar

GADGET SELECT SCREEN



Press and hold the ← directional button during play to switch gadgets and goggles. Each gadget is activated by pressing a specific button, as shown on-screen. Press the relevant button to activate the desired gadget or goggle. Tap the ← directional button to toggle the gadget on or off during play.

EDSU GOGGLES

Electronic Device Sensing Utility (EDSU) goggles allow you to detect and interact with hidden devices.

PID

A Personal Illumination Device (PID) is a visible light source, which allows you to search dark areas.

IR GOGGLES

Infrared (IR) goggles allow you to detect heat signatures, potentially revealing hidden targets.

NV GOGGLES

Night Vision (NV) goggles amplify dim light and allow you to discern targets in the darkness.

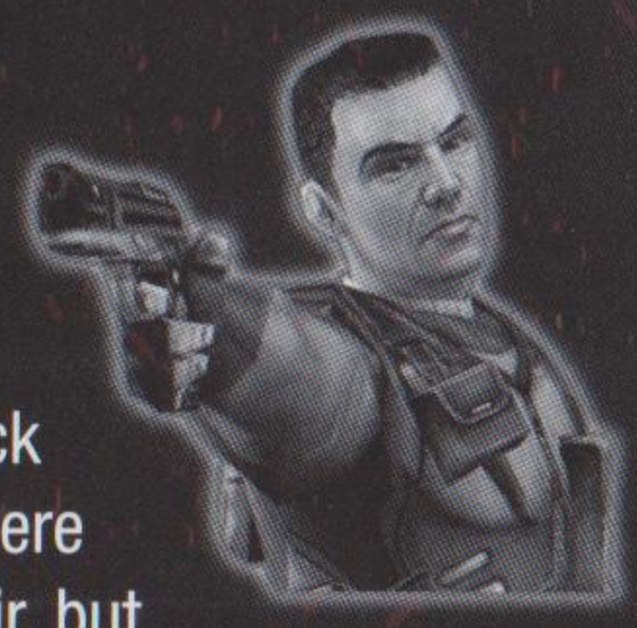
WEAPON SELECT SCREEN

Press and hold the ➡ directional button to switch weapons. Each weapon is accessed via a specific 'hard point' and button. Press the relevant button to select the desired hard point, then press the button again to cycle through the weapons in that hard point. For example, pressing the R1 button selects the 'Hand' hard point. Tap the R1 button to choose to equip either the bare hand, the EDT or the knife. Small icons next to the hard point indicate if multiple weapons are available.

EQUIPMENT MODIFY SCREEN

This screen allows you to choose which unlocked weapons to equip before entering a mission in Mission Mode. Weapons may be chosen for the following slots: Special, Back, Sidearm, Auxiliary and Grenade.

CHARACTER DOSSIERS



LOGAN, GABE AGENCY HEAD

Gabe quickly became a highly decorated Special Forces officer and was recruited into the highest ranks of the black box government operation known only as 'the Agency', where he worked cases all over the world. Gabe is honest and fair, but does not suffer fools. He is close to Lian Xing, his partner of many years, but something in his past prevents him from showing emotions easily.

XING, LIAN
IPCA, CHIEF OF OPERATIONS

Lian has been Gabe's partner since the earliest days of the Syphon conspiracy, and placed her own life on the line when she was abducted and subjected to medical experiments that made her a carrier of the virus. More than friends, Gabe has risked his life for her more than once.

LIPAN, TERESA DEPUTY CHIEF OF OPERATIONS

Though Teresa grew up on an impoverished reservation in Arizona, her grandmother taught her that she could do anything she set her mind to. What Teresa wanted to do more than anything, was work in law enforcement. Admitted to college on a scholarship, she graduated from the University of Arizona early, and was recruited into the ATF. In 1994 she was sent to Montana to help investigate a militia operating on Paradise Ridge. She stumbled into a conspiracy involving impostor FBI agents and was almost killed when Gabe Logan saved her life. He later recruited her into the Agency, explaining that they worked to prevent the kind of abuses she had witnessed. Later she was sent to South Africa to investigate the medical work being done by Lawrence Mujari, and they became friends. She refused an order to murder Mujari and steal his work, choosing instead to go into hiding. Her undercover work after Gabe helped fake her death was instrumental in bringing down Vince Hadden, the number two man behind the Syphon Filter conspiracy.

CREDITS

ART & ANIMATION SERVICES GROUP Director Dwayne Mason AASG Senior Department Assistant Nonet Vargas, Manager of Motion Capture Animation and Scanning Brian Rausch, Production Supervisor Scott Peterson, Motion Capture Specialist Travis Parks, Sarah Back, Motion Capture Studio Supervisor James Scarafone, Motion Capture Studio Technician Ryan Beeson, Doug Hagstrom, Motion Capture Tracking Lead Michael Shinkle, Motion Capture Tracking Technician David Ibarra, Trisha Manbeck, Motion Capture Animation Supervisor Chad Moore, Motion Capture Animation Lead Frank Strocco, Motion Capture Technical Animation Lead Johnny Walker, Motion Capture Technical Animator Daniel Legg Mocap, Actors Andrew Rian Miller, Anthony Rian Miller, Holly Van Pelt. Director of Tools, Technology and Services Buzz Burrowes, Music Director Chuck Doud, Senior Music Supervisor Clint Bajakian, Original Music Mark Snow, Music Remixing and Original Composition Jonathan Mayer, Lior Rosner, Additional Remixing and Music Editing Ernest Johnson, Chuck Carr, Monty Mudd, Matt Levine, Music Mixing and Mastering Larold Rebhun, Casey Stone, Associate Music Supervisor Jonathan Mayer, Music Intern Will Brandt. SLOVAK PHILHARMONIC CHOIR, BRATISLAVA. Choir Contractor Paul Talkington, Choir Recording Engineer Peter Fuchs, Sound Design Manager Dave Murrant, Dialog Coordinator Greg deBeer. SOUNDELUX DESIGN MUSIC GROUP, Voice Over Business Manager William "Chip" Beaman Voice Over Coordinator Shannon Potter, Voice Over Casting and Directing Kris Zimmerman, Ginny McSwain, Amanda Wyatt, Recording Engineers, Elliot Anders, Krandall Crews, Glynna Grimala, Dutch Hill, Justin Langley, Ethan Allen, Voice Over Editors Mark Camperell, Glynna Grimala, Dutch Hill, Justin Langley, Clint Richardson, Bob Rankin, Audio Visual Coordinator James Tabb, Assets Coordinator Chad Bedell, Production Assistants, Chad Bedell, Justin Langley, Patrick Ginn, Sina Mobasser, Mark Camperell, Actors BJ Ward, James Taylor, Kim Mai Guest, Paula Tiso, Shannon Tilton, Charity James, Nolan North, Michael Bell, TC Carson, Jim Meskimen, Paul Eiding, Corey Burton, Eck Stone, Eddie Vee, Phil Proctor, Alex Fernandez, Bettina Spier, Jason Marsden, Jennifer Hale, Jim Ward, Mark Ivanir, Ghassan Mashini, Grant Albrecht, Jame Horan, Jessie Corti, Said Faraj, Khary Payton. BUZZ MONKEY SOFTWARE, Barry Drew, Howard Day, Eric Blondin, Doug Brashear, John King, Jason Ford, Dave Stambaugh. IMAGE METRICS Capture Director Kim Van Hoven, 3D Supervisor Mike Jones, Producer Doug Tate, Lead Artist David Barton. SONY COMPUTER ENTERTAINMENT EUROPE, Producer Elliott Martin, Senior Producer Simon Roberts, Project Asset Manager Anna Wojewodzka, Director International Software Department Sean Kelly, Product Manager Rob Rutter, PR Manager Charlotte Panther, Localisation Services Manager Vanessa Wood, Localisation Services Co-ordinators Jennifer Rees, Nadege Josa, Localisation Services Assistant Sandra Raue, Copywriter Lewis Bowman, QA Manual Approval Clare Crawley, Chris Farrell, Designer Tom Hodge, First Party QA Manager Dave Parkinson, Quality Assurance Coordinator Sarah Shaw, Test Manager Gareth Spencer, Functional Testing Supervisor Phil Green, Functional Testing Lead Andrew Durney, Functional Testers Lee O'Connor, Barclay Christmas, Paul Jones, TRC Testing Supervisor Paul French, TRC Testing Lead David Hill, TRC Testers Greg Munt, Ed Hely, Lee Champion, Brandon Conley, Localisation Testing Supervisor Nadine Martin, Localisation Testing Coordinator Yolanda Akil, Localisation Testing Lead Pauline Brisoux, Localisation Testers Silvia Ferrero, José M Flores, Alberto Pérez, Rafael Deogracias, Rafael De Vicente, Harouna Camara, William Kandot, Aurelien Mouliets, Marco Simon, Daniele Tacconi, Gianni Bianchini, Cesare Sivo, Katharina Tropf, Julia Aigner, Katharina Scharpf, Julia Schindler, Shift Supervisor Matthew Osborne, Support Services Supervisor, Anthony Gill, Support Services Coordinators, Neil Moran, Robert Karp, QA Technicians Chris Hopley, Michael Bishop, Barry Fearns, Worldwide Studios President Phil Harrison, Vice President, Europe Shawn Layden, Special Thanks Daryl Nichols, Florence Kum, Dan Maher, Yukiko Goto, Elodie Hummel, Gavin Russel, Aya Aisu, Dan Brooke, Yukari Kumakura.

SONY COMPUTER ENTERTAINMENT AMERICA Producer Daryl Nichols, Jr.Lead Engineer Joseph Adzima, Quality Assurance Max Maroe, Phillip Wilson, Production Assistant Eric Jensen, Vice President of Product Development Shuhei Yoshida, Director of Product Development Connie Booth, Technical Director Christopher Reese, Creative Director John Garvin, Producer Darren Yager, Lead Engineer, Single Player Chris Cole, Lead Game Technology Engineer Paul Martin, Lead Design, Single Player Ron Allen, Art Manager Gerald Harrison, Art Director Francois Gilbert, Lead Terrain Layout Artist Brian Pape, Lead Interface Artist Dana MacKenzie, Character Art Leads Gregory Callahan, David Ryan Paul, Special Effects Art Lead Todd Yarbrough, Lead Sound Design Josh Jones, QA Lead Mathew Zauher, Game Design Production Leads Darren Yager, Samuel L. Villanueva, Ron Allen, Game Design Brandon Simonds, Ryan Evans, Gameplay Engineering Leads Tim Midkiff, Paul Bowman, John Folliard, Game Technology Engineering Greg Lancaster, Joseph C. Adzima, John Hoffman, Marc Fortier, Robert Rose, Game Engineering Norman Chang, John Alden, Darren Chisum, Doug Beck, Gregg Burman, David Bronleewe, Jack Alltucker, Game Scripters Brian Cotton, Darren Johnson, Wenceslao Villanueva Jr., Timothy Condon, Terrain Art Adam Peterson, Jake Helms, Martin Cable, Remi Benoist, Stephen Trusty, David Grega, Don Bailey, Anthony Brunoe, Jason Rost, Michael B. Maxwell, Nathan Weikert, Russ Severe, Concept ArtShane Pierce, Animation and MocapKeo HengIn-Game Cinematics Emmanuel Roth Justin Moravetz, Character ArtAthey Nansel-Moravetz, Associate Producer Mike Benton, Sound Design Brian Min, IT Lead Brian Peck, Office Manager Susan Thompson, QA Ed Ochs, Maximilian Maroe, Eric Frederickson, Nathan Short, Eric Jensen, Michael Catterlin, Luis Padilla, Jr.Original StoryJohn Garvin, Connie Booth, Screenplay John Garvin, Motion Capture Performance Beth Kraft, Ed Ochs, Technical Consultants Slant Six Games, Alan Bucior, Peter Doidge-Harrison, Scott Graham, Ted Middleton, Dan McBride, Scott Paterson, Brian Thalken, Additional Story and Design Rhett Anderson. ADDITIONAL PS2® DEVELOPMENT, Director of Development Grady Hunt, Senior Producer Frank Simon, Producer Daryl Nichols, Jr.Line Producers Sam Thompson, Greg Phillips, Assistant Producer Caley Roberts, Lead Engineer Joseph Adzima. ADDITIONAL PS2® QA, Test Manager Jeremy Hunter, Lead QA Steve Gonzalez, Lab Technician Ara Demirjian, QA Phillip Wilson, Eric Jensen, Jason Ramirez, Ayinde Benn, Brian Pfeiler, Eddie Avakoff, Eric Kwon, Jean Sung, Kevin Gee, Kyungsoo Kim, Nathan Bui, Tim Hackl, Von Villanueva, Special Thanks Marc Blank, Bill Green, Dax Berg, Tim Branan, Robert Caracol, Ken Kupelian, Rob Kraft, Marcus Pregent, Brett Bean, Calin Matney, Dax Gazaway, Jesse Brophy, Jay Sharpe, Brett Davis, Alex Fennell, Gideon Stocek, Ken Kuplian, Tracy Esposito

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